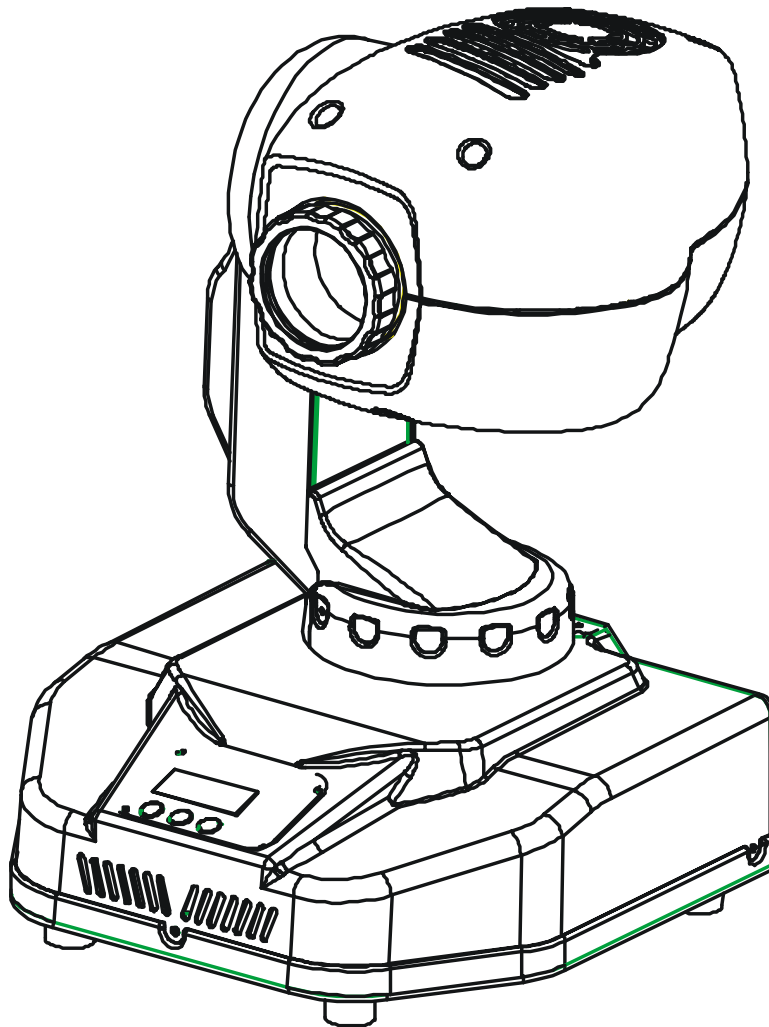


# THE ELEKTRIC EYE USER MANUAL

(V1.02)



Elektralite is a division of Group One. 70, Sea Lane, Farmingdale, NY 11735, USA.  
Tel: +1 (516)-249-3662. Fax: +1 (516)-249-8870  
[WWW.MYELEKTRALITE.COM](http://WWW.MYELEKTRALITE.COM)

## INTRODUCTION:

Thank you for choosing **Elektralite's Elektric Eye H.P.** fixture.

Please read the User Manual carefully and keep it in a safe place after reading it.

**The Elektric Eye** is very easy to install and use once you have read the manual. Failure to do so could result in damage to the fixture, which will not be covered under warranty so please take the time to read it.

When you unpack **the Elektric Eye** you should find inside the box: the fixture, a 120 volt power cable, a 3 pin DMX signal cable, a safety cable and of course the CD with the manual. Please check carefully that there is no damage caused by transportation. Should there be any, consult your dealer immediately and **don't** install the fixture.

## Features

- Pan 630° / Tilt 265°
- 8 colors plus white & rainbow effect
- 6 rotating gobos
- Strobe : with a frequency of 0~10 flashes per second.
- Automatic program
- Display : digital address and function setting (also the display can be inverted if fixture is hung upside down).
- High speed pan & tilt movements
- Local or remote resetting
- Lamp switch ON/OFF locally
- Auto test for all functions
- Value of each DMX-channel can be displayed
- Saved Program : You can edit and save a program internally in the fixture by using either the display panel of the fixture or using an external controller (your **Elektralite CP10xt or CP20xt**). You can save a maximum of 48 scenes. You can then run this saved program by using the "run" feature from the menu on the display panel

## SAFETY INSTRUCTIONS

### A Word of Caution.

Please remember you will be working with 120 volts and you can suffer electric shock from any exposed live wires. So please be careful at all times and behave wisely.

Now you're **Elektric Eye** left **Elektralite's** factory in perfect condition. In order to maintain this condition and to ensure a safe operation, it is absolutely essential that the installer and user follow the safety instructions and warning notes written in this user manual. Remember any damage caused by disregarding the manual or not reading it, will not be covered by warranty and **Elektralite** (or any of its dealers) will not accept responsibility for any resulting damage or problems.

If the **Elektric Eye** has been exposed to large environmental temperature changes in transit please do not switch it on immediately it is unpacked. There may be internal condensation. So leave the **Elektric Eye** off until it has reached the running temperature of the venue.

**Elektralite's Elektric Eye** needs to be grounded. Do **NOT** cut the ground pin or try to use two-core cable to connect it to a 120-volt receptacle. **To be safe and to work properly you must have this fixture grounded.**

**A qualified electrician must do any electrical work.**

Make sure that the power is only 120 volts. This unit will be damaged if you chose to install it at any other

voltage. In an installation it is always best to check the voltage before connecting. And remember never try to connect your **Elektric Eye** live.

Make sure that the power cable is not damaged and never break off the ground pin.

Always disconnect the power, when the device is not in use or before cleaning it. If you don't then you are wasting the lamp life. Merely closing the shutter just stops the light output, it does **NOT TURN OFF THE LAMP**.

Never try to disconnect your **Elektric Eye** by pulling out the plug by tugging the cord.

Never touch **the Elektric Eye** when powered up. The lamp produces a considerable amount of heat and as a result the housing does get hot. You can be burnt if you touch it.

Never look directly into the lamp source. Sensitive person could suffer an epileptic shock.

Never open **the Elektric Eye** and look at the lamp when the lamp is still on or when it is turned off but still hot or even warm. **The Elektric Eye** uses a discharge lamp, which is volatile. The lamp can explode at anytime. Use extreme caution and do not expose yourself to it. When replacing the lamp do not touch any glass part of the lamp. Only handle by the silver terminal ends. Do not over tighten when installing a new lamp. Hand tight is more than enough. PLEASE make sure that power to the fixture is disconnected and allow the fixture to cool down to room temperature before installing a new lamp.

Please keep out of reach of the general public, children and animals.

## GENERAL GUIDELINES

**The Elektric Eye** is a lighting fixture for professional use on stages, in clubs, theatres, and so on.

This fixture should only be operated at the voltage, which is stated in the technical specifications in the last page of this manual.

**The Elektric Eye** is designed for indoor use only.

**The Elektric Eye** is not designed for permanent operation. Consistent operation breaks may ensure that the device will serve you for a long time without defects.

Do not shake **the Elektric Eye**.

Do not use physical force when installing or operating **the Elektralite Eye**.

While choosing the installation position, please make sure that **the Elektralite Eye** is not exposed to extreme heat, moisture or dust.

The minimum distance from **the Elektric Eye** front lens to any illuminated surface must be more than 3 feet.

Please be careful what surface you shine the light onto; light also has heat and this can affect the illuminated surface. **Elektralite** will not be responsible for fading, color distortion or heat distortion caused by the light beam.

When you hang **the Elektric Eye** please use an appropriate safety cable. Please make sure that any hanging equipment, like threaded rod or C clamp is appropriate for the job. Remember, with a moving yoke fixture, that the momentum of moving this large mass will cause extra "stress" on any mounting materials.

Only operate **the Elektric Eye** after you know its functions. Do not permit operation by persons not qualified.

Please use the original packaging if the device is to be transported. [Beware the majority of shipping companies will not accept any liability for damage if the fixture is not shipped in the manufacturer's original box and insert packaging material].

If this fixture is operated in any other way different to that described in this manual, the fixture could be damaged and any warranty would be void.

# INSTALLATION INSTRUCTIONS

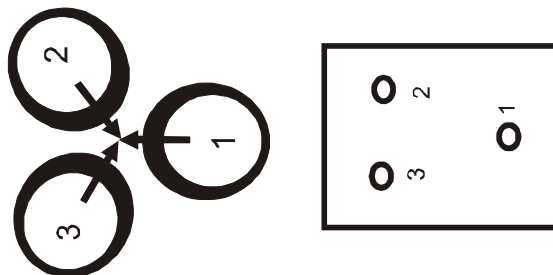
## A). Installing or replacing the lamp

1. Install the lamp with the fixture unplugged from the electric source.  
Never try to replace a lamp with the fixture still turned on and still hooked up to the electric.
2. If you are replacing the lamp, before opening the housing to replace it, let it cool down to room temperature. The lamp burns at very high temperatures and it is a discharge lamp. If the lamp has been running then expect anything up to half an hour before the housing is cool enough to consider even opening up.
3. When installing a new lamp do not touch any glass part of the lamp. Always use a clean cloth to handle lamps. The sweat from your fingers will cause the lamp to burn incorrectly and will shorten lamp life. If you do touch the glass, then check in the lamp box for a special wipe to clean the lamp.
4. Only install MSD 250/2 GY 9.5 lamps. Any other lamp is not acceptable.

## Procedure :



- 1) Unscrew the 2 screws on the back of the housing that hold the lamp housing plate in position.
- 2) Gently pull the plate out using the knob in the middle of the plate.
- 3) Carefully insert the lamp into the socket. The socket is polarized so there is only one way to insert the lamp. Gently slide the lamp into the socket making sure the spring clips secure the lamp socket correctly. Then insert the plate back into the fixture and fasten the 2 screws back in place.
- 4) On the plate there are 3 small screws marked 1, 2 and 3. These are used to adjust the lamp. You can adjust the 3 screws to fine-tune the position of the lamp. In this way you can achieve the maximum output from the lamp.

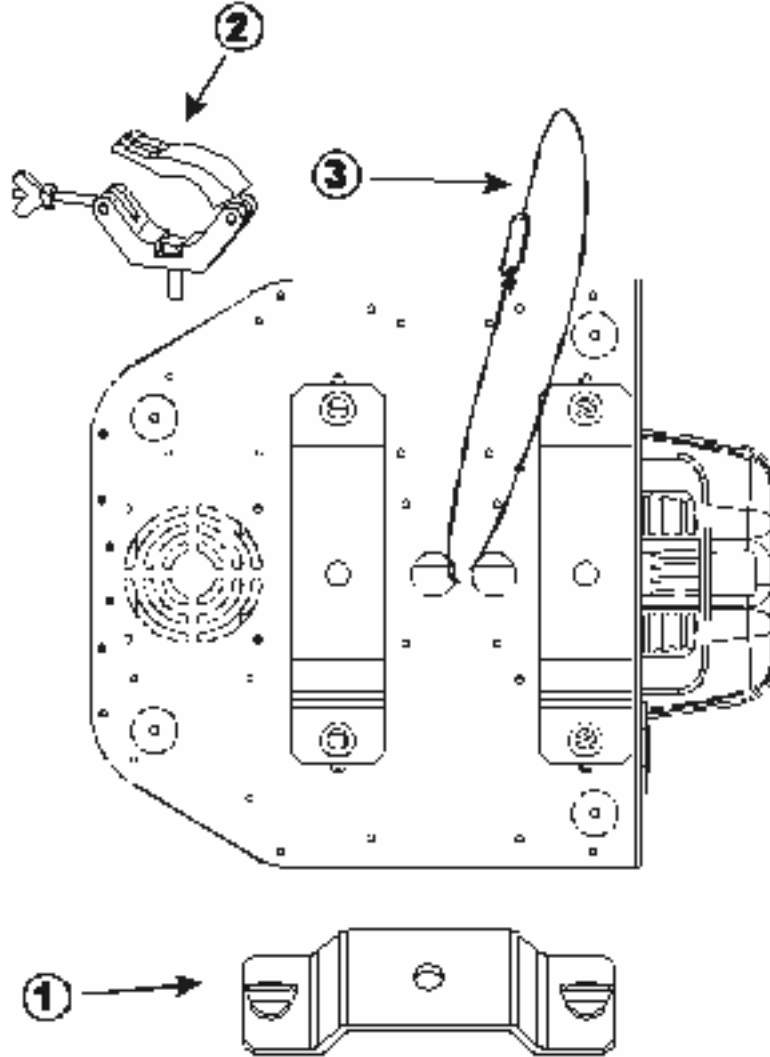


Please remember the lamp is not a hot-restrike type, you must wait for approximately 10 minutes after turning the lamp off before turning it back on again.

**Warning:-** Never ever operate the lamp when it is not inside the fixture. MSD lamps are volatile and could possibly explode. Only turn on the fixture with the lamp securely inside the fixture and the cover plate screwed on.

## B). Mounting Elektric Eye

Installation using U Bracket Claps (Omega Clamps) with half Cheeseboros/couplers.



1. U Bracket Clamp (also known as an Omega Clamp) fitted with quarter turn connectors.
2. Half cheeseboro (also known as a half coupler).  
A C clamp (or G Clamp) can be used instead of a half Cheeseboro. Or even a piece of thread rod can be fitted to the Omega clamp.
3. Safety chain

Fit the half cheeseboros or C clamps to the U brackets. Then fit the U brackets to the **Elektric Eye** using the camlocs.

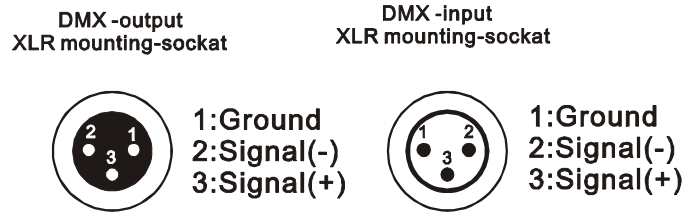
Finally, fit a safety chain to **Elektric Eye**. Don't clamp the safety to the half cheeseboros or C Clamp. That defeats the reason for a safety cable....namely a SEPARATE backup to the primary hanging mechanism.

## DMX-512 control connection.

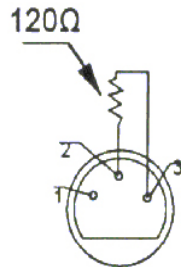
Connect the 3 pin XLR cable to the DMX controller and then to the first **Elektric Eye** in the daisy chain. Doing it this way round avoids the pain of rewiring, if you get the wrong end of the cable back at the controller.

Continue wiring from one **Elektric Eye** to the next fixture in a daisy chain manner. Never try to Y split cables. Never try to “star wire” a DMX cable run. It will not work.

If additional cable needs to be made up then two-core cable with a screen needs to be purchased. For wiring please see the diagram below.



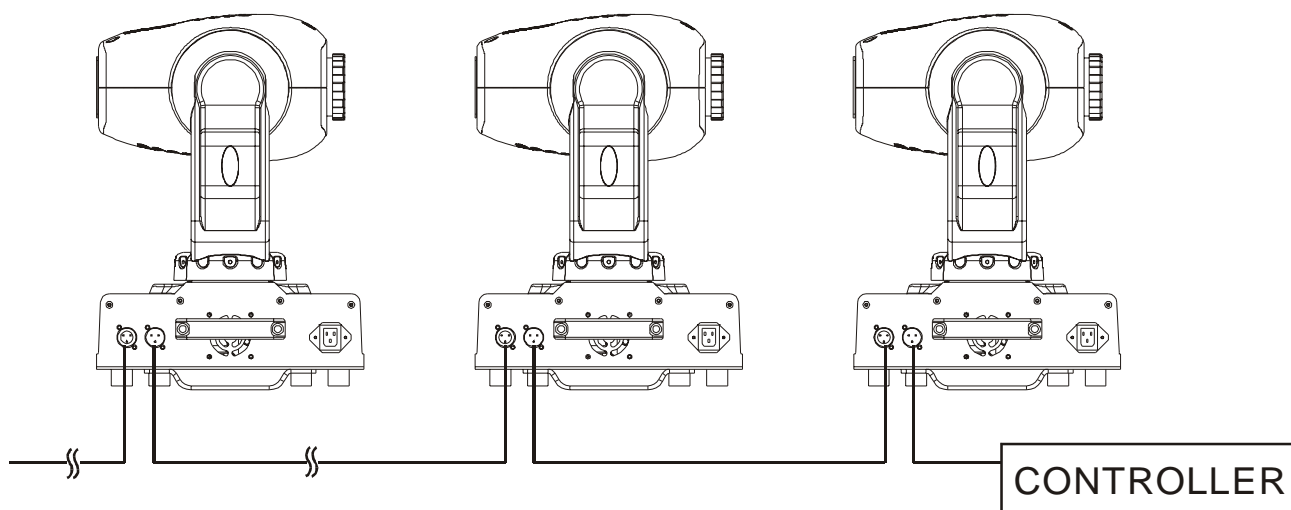
DMX has a maximum running distance of 330 feet. When long distances are involved then there is a tendency for electrical noise to be evident. In which case, a DMX terminator will be required. The terminator helps prevent corruption of the DMX signal. To make a DMX terminator, simply solder a 120 ohm resistor across pins 2 and 3 of an XLR male connector. Then place that connector at the very end of the DMX cable run. In other words at the last **Elektric Eye**.



It maybe the case that you will need to connect a 5 pin XLR to the 3 pin XLR. In a normal DMX wiring configuration, the 5 pin is soldered identically to the 3 pin. So in the 5 pin

- 1: Ground
- 2: Signal (-)
- 3: Signal (+)

Pins 4 and 5 are not used. Be very sure you read the pin numbering on the connector when you solder up the connector. Do not just wire up the three pins to the left or right because the male and female connector has the pins on different “sides” of the connector! Read the pin numbers.



### Projector DMX start address selection

In order for the controller like **Elektralite's CP10xt** to control each **Elektric Eye** it has to know where it is in the daisy chain of DMX. To do this all **Elektric Eyes** have to be set to a start address. To understand the concept of a starter address we also have to understand the concept of channels and the features those channels have.

**Elektric Eye** uses 8 channels of DMX. Those channels control the features of **Elektric Eye**. They are as follows:-

**CHANNEL 1** : select one of the 8 colors, color cycle or rainbow effect

**CHANNEL 2** : select one of the 6 gobo's + open or gobo cycle+ gobo shake

**CHANNEL 3** : select gobo rotation speed and direction

**CHANNEL 4** : Strobe (0 to 10 flashes a second).

**CHANNEL 5** : pan movement (max. 630°)

**CHANNEL 6** : tilt movement (max. 265°)

**CHANNEL 7** : speed pan/tilt movement, blackout selection

**CHANNEL 8** : auto program control + lamp on, motor reset, lamp switch off

**CHANNEL 9** : pan fine

**CHANNEL 10**: tilt fine

So if we start with the first **Elektric Eye** its first channel is 1. So we refer to it as having a starter address of 1. The second **Elektric Eye** will then have its first channel or starter address at channel 9.

The third **Elektric Eye** will then have its first channel or starter address at channel 17, and so on. Now if you want two **Elektric Eyes** to be always the same in color, movement and so on then you can set both of them to the same address. In this way you can create groups of fixtures having the same effects happen at the same time. There is no restriction on how many **Elektric Eyes** you have on the same starter address

**If you just bought a Elektric Eye and it came with an Elektralite CP10xt, the starter addresses in the CP10xt have already been set. All you have to do is set the starter addresses on Elektric Eyes.**

If you have another controller, then you will have to set it's starter addresses for each **Elektric Eye** before you will be able to control any **Elektric Eye**.

### *Tips & Tricks*

1. If you change the address on **Elektric Eye** it may appear not to have accepted that address. Turn **Elektric Eye** off wait until the lamp cools down (remember it is not a hot re-strike lamp) and then turn it back on again.
2. When you turn on **Elektric Eye**, if it is receiving data, the display will show "A.001" or "A.009" or whatever the address is for **Elektric Eye**. If there is still no data getting to **Elektric Eye**, then run a cable directly from the controller to the fixture.

## The Display Panel.

The display panel on **Elektralite Eye** offers many features. For example you can,

1. The starter address can be set.
2. The lamp maybe switched on or off.
3. The fixture maybe reset.
4. The fixture can run a preprogrammed show.

The Main Menu is accessed by pressing the ENTER button until the display starts flashing which will be about 3 seconds. You can scroll through the menu using the UP button. Then use the ENTER button again to select the menu you want. Confirm every selection by pressing the ENTER button. You can change the selection by using the UP button and you can exit a sub-menu by pressing the EXIT button.

The features of the display panel are listed as follows:-

### Default settings shaded.

	Main menu	Sub menu	Extension	Display	Function
0	MODE	ADDR	VALU	A001~A511 (AXXX)	DMX address setting
			SLAV	ON/OFF (SLAV)	Slave setting
			EBOC	OFF	No functions
		RUN	AUTO	ALON (AU-A)	Automatic Program Run in Stand Alone
				MAST (AU-M)	Automatic Program Run as Master
			SOUN	ALON (SO-A)	Sound-controlled Program Run in Stand Alone
				MAST (SO-M)	Sound-controlled Program Run as Master
		DISP	VALU	D-00 ~ D-30 (DXXX)	Display the DMX 512 value of each channel
			RDIS	ON/OFF	Reverse display
			CLDI	ON/OFF	Shut off LED display
1	LAMP	OPEN	ON/OFF		Lamp on/off
		ONLI	ON/OFF		Lamp on/off via controller
		DELA	D-00 ~ D-59,D-15		Delay lamp on
2	SET	RPAN	ON/OFF		Pan Reverse
		RTIL	ON/OFF		Tilt Reverse
		16BI	ON/OFF		Switch 16 bit/8 bit
		REST	ON/OFF		Reset
		LODA	ON/OFF		Restore factory settings
		VER	V-1.0~V-9.9		Software version
3	ADJU	LADJ	ON/OFF		Lamp adjustment
		TEST	T-01 ~ T-30		Test function of each channel
4	TIME	MATI	0000~9999 (hours)		Fixture running time
		LATI	0000~9999 (hours)		Lamp running time
		CLMT	ON/OFF		Clear fixture time
		CLLT	ON/OFF		Clear lamp time
5	EDIT	STEP	S-01 ~ S-48		Steps of Program Run
		SC01 ~ SC48	C-01 ~ C-30	01XX (00~FFH) 30XX (00~FFH)	Edit the channels of each scene
			TIME (sec.)	I -- X (1~9)	Time for each scene
			CNIN	ON/OFF	Edit program via controller



## Main functions

MODE - JAMP - SET - ADJU - tINE - Ed It

MODE - Main menu 0

MODE - ADDR  
RUN  
DISP

1. Press [ENTER] for 3 seconds to enter the main menu "MODE" (display flashing)
2. Press [ENTER] and select "ADDR", "RUN" or "DISP" by pressing [UP] button.
3. Press [ENTER] for selecting the desired sub menu.

ADDR - DMX address setting, Slave setting

MODE - ADDR - VALU - ADDI-ASII  
SLAV - ON/OFF  
EBOC - ON/OFF

VALU - DMX address setting

This function, adjusts the desired DMX-address via the display panel.

1. Select "VALU" by pressing [UP] button.
2. Press [ENTER], adjust the DMX address by pressing [UP] or [DN].
3. Press [ENTER] to confirm.
4. Press [EXIT/DN] to return to main menu.

SLAV - Slave setting

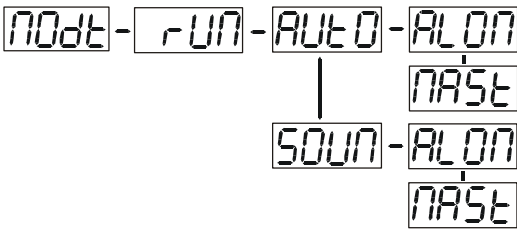
This function, defines **Elektric Eye** as slave.

1. Select "SLAV" by pressing [UP] button.
2. Press [ENTER], the display shows "ON" or "OFF".
3. Press [UP] to select "ON" if you wish to enable this function or "OFF" if you don't.
4. Press [ENTER] to confirm.
5. Press [EXIT/DN] to return to the main menu.

EBOC - No function

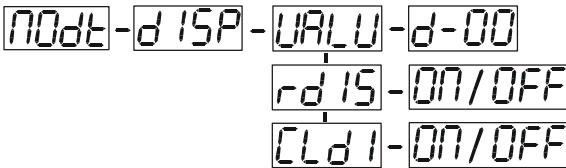
RUN - Program Run, Master setting

With the "RUN" function, you can run the internal program. You can set the number of steps under Step. You can edit the individual scenes under Edit. You can run the individual scenes either automatically (AUTO), i.e. with the adjusted Step-Time or sound-controlled (SOUN). The selection "ALON" is Stand Alone-mode and "MAST" sets **Elektric Eye** as master.



1. Select "AUTO" or "SOUN" by pressing [UP].
2. Press [ENTER] for selecting the desired extension menu.
3. Select "ALON" or "MAST" by pressing [UP].
4. Press [ENTER] to confirm.
5. Press [EXIT/DN] to return to the main menu.

**dISP** - Display the DMX-value, Reverse display, Shut off LED display



**VALU** - Display the DMX 512 value of each channel

This function displays the DMX 512 value of each channel.

1. Select "VALU" by pressing [UP].
2. Press [ENTER] to confirm; the display shows "D-00". In this setting, the DMX-adjustment of every channel will be displayed.
3. Press [UP] in order to select the desired channel. If you select "D-14" the display will only show the DMX-value of the 14<sup>th</sup> channel.
4. Press [ENTER] to confirm.
5. The display shows "D-XX", "X" stands for the DMX-value of the selected channel.
6. Press [ENTER] or [EXIT/DN] to exit.

**rdIS** - Reverse display

This function you can rotate the display by 180°.

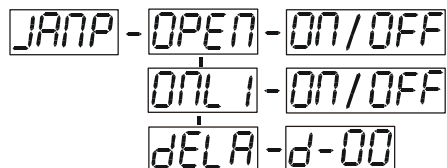
1. Select "rdIS" by pressing [UP].
2. Press [ENTER], the display shows "ON" or "OFF".
3. Press [UP] to select "ON" to enable this function or "OFF" if you don't; the display will rotate by 180°.
4. Press [ENTER] or [EXIT/DN] to exit.

**CLdI** - Shut off LED display

This function you can shut off the LED display after 2 minutes.

1. Select "CLdI" by pressing [UP].
2. Press [ENTER], the display shows "ON" or "OFF".
3. Press [UP] to select "ON" to enable this function or "OFF" if you don't.
4. Press [ENTER] or [EXIT/DN] to exit.

## **JANP** - Main menu 1



1. Press **[ENTER]** for 3 seconds to enter the main menu (display flashing).
2. Press **[UP]** to select "**LAMP**".

## **OPEN** - Lamp on/off

This function switches the lamp on or off via the display panel.

1. Select "**OPEN**" by pressing **[UP]** button.
2. Press **[ENTER]**, the display shows "**ON**" or "**OFF**".
3. Press **[UP]** to select "**ON**" to switch on the lamp or "**OFF**" if you wish to switch off the lamp.
4. Press **[ENTER]** to confirm.
5. Press **[EXIT/DN]** to return to the main menu.

## **ONL 1** - Lamp on/off via external controller

This function switches the lamp on or off via an external controller.

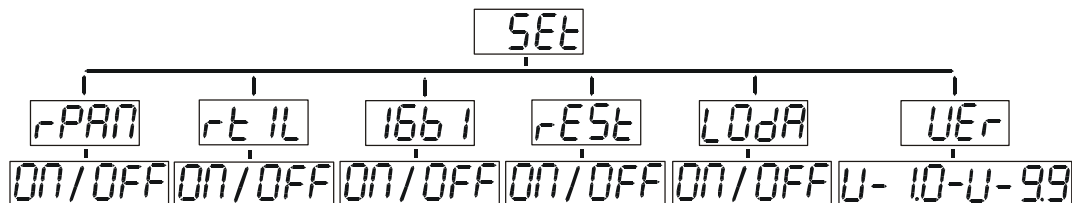
1. Select "**ONLI**" by pressing **[UP]** button.
2. Press **[ENTER]**, the display shows "**ON**" or "**OFF**".
3. Press **[UP]** to select "**ON**" to enable this function or "**OFF**" if you don't.
4. Press **[ENTER]** to confirm.
5. Press **[EXIT/DN]** to return to the main menu.

## **DELA** - Delay lamp on

This function delays the lamp ignition.

1. Select "**DELA**" by pressing **[UP]** button.
2. Press **[ENTER]** to confirm; the display shows "**D-00**". "**D-00**" will strike the lamp immediately.
3. Press **[UP]** to select the desired delay between "**00**" and "**59**" minutes. If you select "**D-03**" the lamp will strike after 3 minutes.
4. Press **[ENTER]** to confirm.
5. Press **[EXIT/DN]** to return to the main menu.

## **SEt** - Main menu 2



1. Press **[ENTER]** for 3 seconds to enter the main menu (display flashing).
2. Press **[UP]** to select “**SET**”.

### **rPAN** - Pan Reverse

This function reverses the Pan movement.

1. Select “**rPAN**” by pressing **[UP]** button.
2. Press **[ENTER]**, the display shows “**ON**” or “**OFF**”.
3. Press **[UP]** to select “**ON**” to enable this function or “**OFF**” if you don’t.
4. Press **[ENTER]** or **[EXIT/DN]** to exit.

### **rTIL** - Tilt Reverse

This function reverses the Tilt movement.

1. Select “**rTIL**” by pressing **[UP]** button.
2. Press **[ENTER]**, the display shows “**ON**” or “**OFF**”.
3. Press **[UP]** to select “**ON**” to enable this function or “**OFF**” if you don’t.
5. Press **[ENTER]** or **[EXIT/DN]** to exit.

### **16bI** - Switch 16 bit/8 bit (Fine movement control).

This function switches the device from 16 bit to 8 bit resolution.

1. Select “**16BI**” by pressing **[UP]** button.
2. Press **[ENTER]**, the display shows “**ON**” or “**OFF**”.
3. Press **[UP]** to select “**ON**” to set 16 bit, or “**OFF**” to set 8 bit. The channels PAN Fine and TILT Fine will be disabled.
4. Press **[ENTER]** or **[EXIT/DN]** to exit.

### **rEST** - Reset

This function resets the device via the display panel.

1. Select “**rEST**” by pressing **[UP]** button.
2. Press **[ENTER]**, the display shows “**ON**” or “**OFF**”.
3. Press **[UP]** to select “**ON**” to enable this function or “**OFF**” if you don’t.
4. Press **[ENTER]** or **[EXIT/DN]** to exit.

### **LOdA** - Restore factory settings

This function restores the factory settings of **Elektric Eye**. All settings will be set back to the default values (shaded). Any edited scenes will be lost.

1. Select “**LOdA**” by pressing **[UP]** button.
2. Press **[ENTER]**, the display shows “**ON**” or “**OFF**”.
3. Press **[UP]** to select “**ON**” to enable this function or “**OFF**” if you don’t.
4. Press **[ENTER]** to confirm.
5. Press **[EXIT/DN]** to return to the main menu.

**VER**

#### - Software version

This function displays the software version of the device.

1. Select **"VER"** by pressing **[UP]** button.
2. Press **[ENTER]**, the display shows **"V-X.X"**, "X.X" stands for the version number, e.g. "V-1.0", "V-2.6".
3. Press **[ENTER]** or **[EXIT/DN]** to return to the main menu.

**ADJU**

#### - Main menu 3

**ADJU - LAdj - ON/OFF**

**tEST - t-01-t-30**

1. Press **[ENTER]** for 3 seconds to enter the main menu (display flashing).
2. Press **[UP]** to select **"ADJU"**.

**LAdj**

#### - Lamp adjustment

This function adjusts the lamp via the display panel. The shutter opens and the lamp can be adjusted. In this mode, the device will not react to any control signal.

1. Select **"LADJ"** by pressing **[UP]** button.
2. Press **[ENTER]**, the display shows **"ON"** or **"OFF"**.
3. Press **[UP]** to select **"ON"** to enable this function or **"OFF"** if you don't.
4. Press **[ENTER]** to confirm.
5. Press **[EXIT/DN]** to return to the main menu.

**tEST**

#### - Test function of each channel

This function tests each channel on its (correct) function.

1. Select **"tEST"** by pressing **[UP]** button.
2. Press **[ENTER]**, the display shows **"T-XX"**, "X" stands for the channel number.
3. The current channel will be tested.
4. Select the desired channel by pressing **[UP]** button.
5. Press **[ENTER]** or **[EXIT/DN]** to exit.

**tINE**

#### - Main menu 4

**tINE - NAT 1 - 0000-9999**

**LAt 1 - 0000-9999**

**CLNE - ON/OFF**

**CLLE - ON/OFF**

1. Press **[ENTER]** for 3 seconds to enter the main menu (display flashing).
2. Press **[UP]** to select **"TIME"**.

**NAT 1**

#### - Fixture running time

This function displays the running time of the device.

1. Select **"MATI"** by pressing **[UP]** button.
2. Press **[ENTER]**, the display shows **"XXXX"**, "X" stands for the number of hours.

3. Press [ENTER] or [EXIT/DN] to exit.

### **LAt 1** - Lamp running time

This function displays the running time of the lamp.

1. Select "LAt1" by pressing [UP] button.
2. Press [ENTER], the display shows "XXXX", "X" stands for the number of hours.
3. Press [ENTER] or [EXIT/DN] to exit.

### **CLnt** - Clear fixture time

This function clears the running time of the device.

1. Select "CLMT" by pressing [UP] button.
2. Press [ENTER], the display shows "ON" or "OFF".
3. Press [UP] to select "ON" to enable this function or "OFF" if you don't.
4. Press [ENTER] to confirm.
5. Press [EXIT/DN] to return to the main menu.

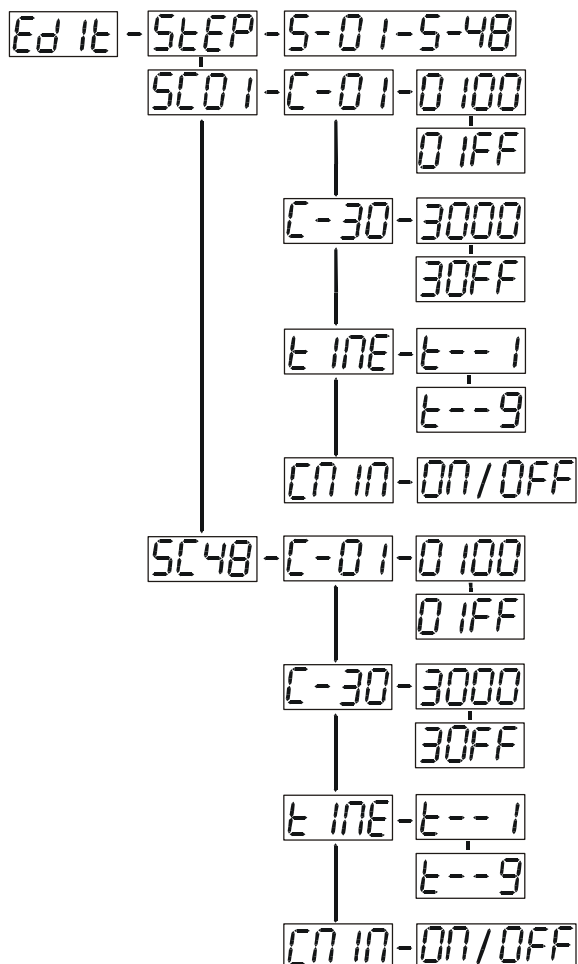
### **CLLt** - Clear lamp time

This function clears the running time of the lamp.

Please clear the lamp time every time you replace the lamp.

1. Select "CLLT" by pressing [UP] button.
2. Press [ENTER], the display shows "ON" or "OFF".
3. Press [UP] to select "ON" to enable this function or "OFF" if you don't.
4. Press [ENTER] to confirm.
5. Press [EXIT/DN] to return to the main menu.

## **Ed It** - Main menu 5



1. Press [ENTER] for 3 seconds to enter the main menu (display flashing).
2. Press [UP] to select "EDIT".

### **STEP** - Define the number of steps in Run

This function defines the number of steps in the Program Run.

1. Select "STEP" by pressing [UP] button.
2. Press [ENTER], the display shows "S-XX", "X" stands for the total amount of steps you want to save, so you can call up to 48 scenes in "RUN".  
For example if the "XX" is 05, it means that "RUN" will run the first 5 scenes you saved in "EDIT".
3. Press [ENTER] to save and exit.

### **SC01** - Editing the channels of the individual scenes

This function edits the program to be called up in Run.

#### **a) Editing via the Control Board**

1. Select "SC01" by pressing [UP] button.
2. Press [ENTER], the display shows "SCXX", "X" stands for the scene no. to be edited.
3. Change the scene no. by pressing [UP].
4. Press [ENTER], the display shows "C-X", "X" stands

for the channel no. Such as “**C-01**”, it means you are editing channel 1 of the selected scene.

5. Select the channel no. you would like to edit by pressing **[UP]**.
6. Press **[ENTER]** to enter editing for the selected channel, the fixture reacts to your settings. The display shows the DMX value of the edited channel. Such as “ 11XX”, it stands for in the channel 11 of the editing scene, the DMX value is XX , XX is a hexadecimal number value “01-FF”.
7. Adjust the desired DMX value by pressing **[UP]** or **[DN]**.
8. Press **[ENTER]** in order to edit other channels of this scene.
9. Repeat steps 5-9 until you finish setting all the DMX values for all channels of this scene.
10. Once all the channels completed, the display will flash “**time**”
11. Press **[ENTER]** to edit the time needed, the display shows “t--X”, “X” stands for the time needed to run the current scene, value “1-9”. For example, “t--2” means you need 2 seconds to run the current scene.
12. Adjust the desired time by pressing **[UP]**.
13. Press **[ENTER]** to save the settings for the scene you are editing, the display will change to the next scene automatically.
14. Repeat step 3-14 to edit and other scenes, you can edit and save a maximum of 48 scenes.
15. Press **[EXIT/DN]** to exit. The number of steps can be defined under “**STEP**” and the scenes can be called up under “**RUN**”

#### **b) Editing via the external controller**

**Call up the first scene in your controller now.**

1. Select “**SC01**” by pressing **[UP]** button.
2. Press **[ENTER]**, the display shows “**SC01**”.
3. Press **[ENTER]**, the display shows “**C-01**”.
4. Select “**CNIN**” by pressing **[UP]**.
5. Press **[ENTER]**, the display shows “**OFF**”.
6. Press **[UP]**, the display shows “**ON**”.
7. Press **[ENTER]**, the display shows “**SC02**”. You successfully downloaded the first scene.
8. Adjust the Step-time as described above under point 12.
9. Call up the second scene in your controller now.
10. Repeat steps 5-11 until all desired scenes are downloaded.
11. Press **[EXIT/DN]** to exit. The number of steps can be defined under “**STEP**” and the scenes can be called up under “**RUN**”

## INSTRUCTIONS ON USE:

The moving head is controlled by 10 DMX channels :

CHANNEL FUNCTION										
%	1 Color	2 Gobo	3 Gobo Rotation	4 Strob	5 Pan	6 Tilt	7 Speed	8 Auto Program	9 Pan High Resolution	10 Tilt High Resolution
100%							Normal	Program 8	16 bit pan move	16 bit tilt move
75%							Blackout by wheels	Program 7		
							Blackout by moving	Program 6		
			Stop				Max	Program 5		
							Min	Program 4		
50%								Program 3		
								Program 2		
								Program 1		
								MOTOR RESET		
25%								LAMP SWITCH OFF		
								LAMP SWITCH ON		
								Color any position		
0%			GOBO INDEXING				Max	Normal		

**CHANNEL 1 :** select one of the 8 colors, color cycle or rainbow effect

**CHANNEL 2 :** select one of the 6 gobo's + open or gobo cycle+ gobo shake

**CHANNEL 3 :** select gobo rotation speed and direction

**CHANNEL 4 :** Strobe (0-10Hz)

**CHANNEL 5 :** pan movement (max. 630°)

**CHANNEL 6 :** tilt movement (max. 265°)

**CHANNEL 7 :** speed pan/tilt movement, blackout selection

**CHANNEL 8 :** auto program control + lamp on, motor reset, lamp switch off

**CHANNEL 9 :** pan fine

**CHANNEL 10:** tilt fine



## **DMX channel's function and values:**

### **Channel 1 - Color Wheel 1**

0-13	Open / white
14-27	Color 1
28-41	Color 2
42-55	Color 3
56-69	Color 4
70-83	Color 5
84-97	Color 6
98-111	Color 7
112-128	Color 8
129-187	Forward rainbow effect from fast to slow
188-193	No rotation of the wheel
194-255	Backward rainbow effect from slow to fast

### **Channel 2 - Rotating gobos, cont. rotation**

0-9	Open
10-19	Rot. gobo 1
20-29	Rot. gobo 2
30-39	Rot. gobo 3
40-49	Rot. gobo 4
50-59	Rot. gobo 5
60-69	Rot. gobo 6
70-89	Gobo 1 shake slow to fast
90-109	Gobo 2 shake slow to fast
110-129	Gobo 3 shake slow to fast
130-149	Gobo 4 shake slow to fast
150-169	Gobo 5 shake slow to fast
170-189	Gobo 6 shake slow to fast
190-255	Continuous rotation of gobo wheel slow to fast

### **Channel 3 - rotating gobo rotation**

0-7	No rotation
8-127	forwards gobo rotation from fast to slow
128-135	No rotation
136-255	Backwards gobo rotation from slow to fast

#### **Channel 4 - Shutter, strobe**

0-31	Shutter closed
32-63	Dimmer (close to open)
64-95	Strobe effect slow to fast
96-127	No function (shutter open)
128-159	Pulse-effect in sequences
160-191	No function (shutter open)
192-223	Random strobe effect slow to fast
224-255	No function (shutter open)

#### **Channel 5 - PAN movement 8-bit**

#### **Channel 6 - TILT movement 8-bit**

#### **Channel 7 - Speed pan/tilt movement**

0-4	max speed
5-225	max to min speed
226-235	blackout by movement
236-245	blackout by all wheel changing
246-255	no function

#### **Channel 8 – Lamp on/off, reset, internal programs**

0-19	color change normal
20-39	color change to any position
40-59	Lamp on
60-79	Lamp switch off
80-99	Motor reset
100-119	Internal program 1
120-139	Internal program 2
140-159	Internal program 3
160-179	Internal program 4
180-199	Internal program 5
200-219	Internal program 6
220-239	Internal program 7
240-255	Internal program 8

### Channel 9 – Pan 16 Bit (fine)

### Channel 10 – Tilt 16 Bit (fine)

## ERROR MESSAGES

When you turn on the fixture, it will reset first. The display may show “Xer” while there are problems with one or more channels. “XX” stands for channel 1,2,3,5,& 6, which has the testing sensor for positioning .

So, for example, when the display shows “02Er”, it means there is some error in channel 2. If there are errors on channel 1, channel 2, channel 5 at the same time, you will see the error message “01Er”, “02Er”, “05Er” flash repeated for 5 times. Then the fixture will generate a reset signal to all the stepper motors. If the error message remains after performing reset more than 3 times, it will detect whether the fixture has more than 3 errors.

#### **01Er:**

Color wheel error. This message will appear after resetting **Elektric Eye** and the magnetic-indexing circuit malfunctions (sensor failed or magnet missing) or the stepper motor is defective (or it could be the drive circuit on the main circuit board). Normally after a reset, the color wheel will go to its default position.

#### **02Er:**

Rotating gobo wheel error. This message will appear after resetting **Elektric Eye** and the magnetic-indexing circuit malfunctions (sensor failed or magnet missing) or the stepper motor is defective (or it could be the drive circuit on the main circuit board). Normally after a reset, the rotating gobo wheel will go to its default position.

#### **03Er:**

Rotating gobo indexing error. This message will appear after resetting **Elektric Eye** and the magnetic-indexing circuit malfunctions (sensor failed or magnet missing) or the stepper motor is defective (or it could be the drive circuit on the main circuit board). Normally after a reset, the rotating gobo will go to its default position.

#### **05Er:**

Pan movement error. This message will appear after resetting **Elektric Eye** and the yoke’s magnetic-indexing circuit malfunctions (sensor failed or magnet missing) or the stepper motor is defective (or it could be the drive IC on the main circuit board). Normally after a reset, the yoke will go to its default position.

#### **06Er:**

Tilt head movement error. This message will appear after resetting **Elektric Eye** and the head’s magnetic-indexing circuit malfunctions (sensor failed or magnet missing) or the stepper motor is defective (or it could be the drive IC on the main circuit board). Normally after a reset, the head will go to its default position.

## **CLEANING AND MAINTENANCE**

1. All bolts and safety chains must be tightly screwed into position and have no corrosion.
2. Regularly check all mechanic moving parts for wear. They must rotate freely and in no way stick or squeak.
3. Regularly look for wear and tear on the 120 volt input cable and the DMX signal cable.
4. Clean **Elektric Eye** at frequent intervals. Use a moist lint free cloth. Do not use a wet cloth or a cloth with alcohol or solvents added. Clean lens and the reflector when the lamp is off, disconnected from the 120 supply and when it is cool.

## **TECHNICAL SPECIFICATIONS**

**Power supply : 120VAC, 60Hz**

**Power consumption : max. 400 VA**

**Lamp : MSD250/2 GY9.5 socket, Metal Halide**

**Motors : 8 micro motors**

**Packing dimensions :58cm x 42cm x 46cm [23" x17 " x 18"]**

**Net weight : 16 KGS; 35 lbs**

**Gross weight: 19 KGS; 42 lbs.**

[Errors and omissions for all information given in this manual is excepted.  
All information is subject to change without prior notice].

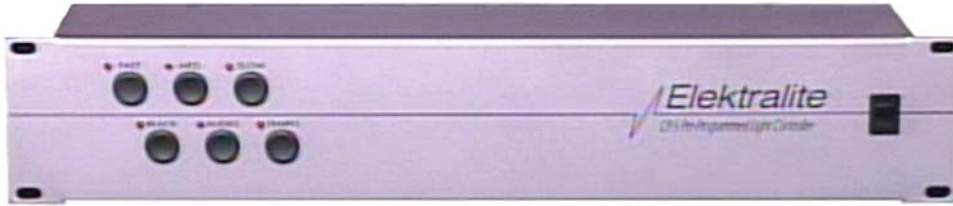
## **REGISTERING YOUR ELEKTRIC EYE**

It is very important that you register your **Elektric Eye** so that you can receive any updates and have your warranty in operation. To register please fill in the warranty form which can be found at [www.myelektralite.com](http://www.myelektralite.com)

## Other Elektralite Products include :

[Also check out our website at [www.myelektralite.com](http://www.myelektralite.com)]

### CP-3 Controller.



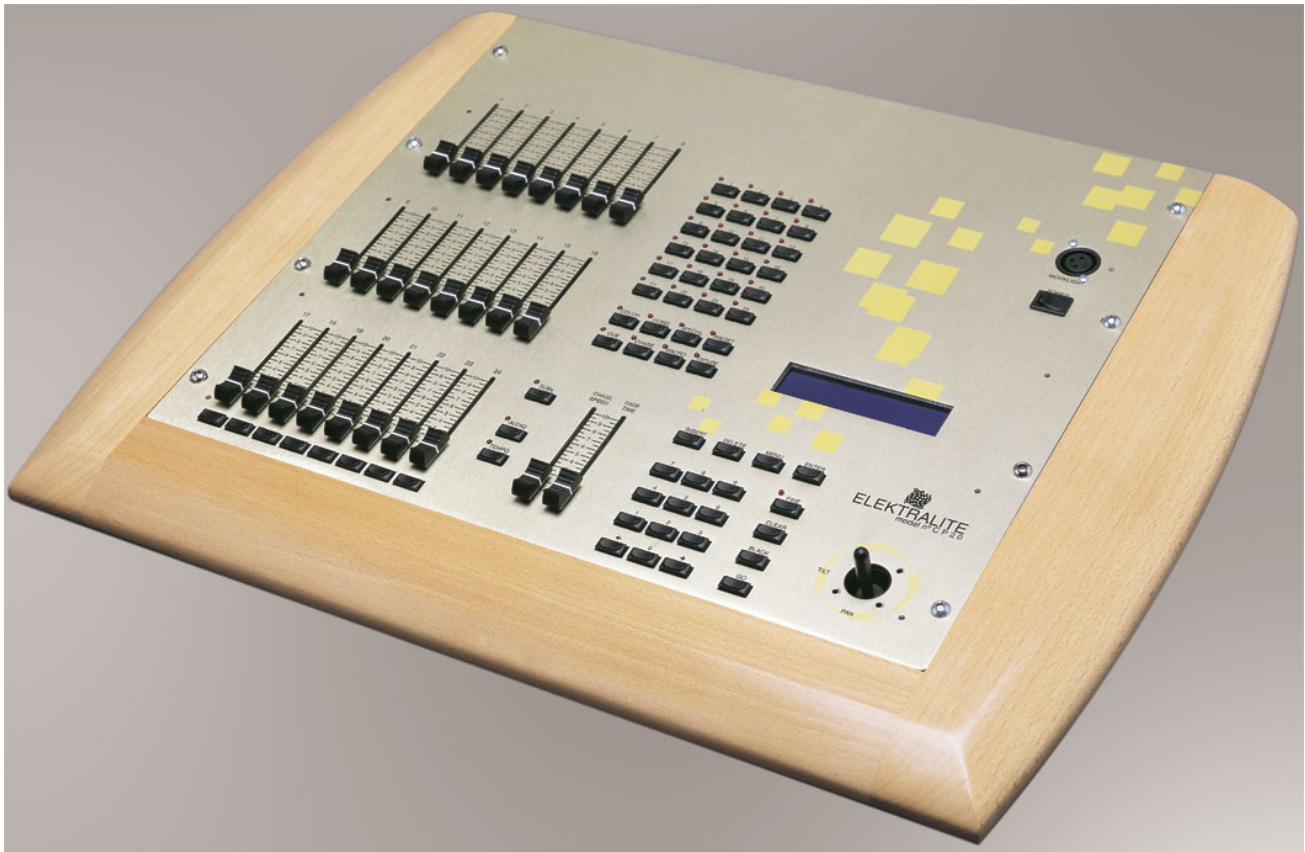
### CP-10xt Controller.



### CP-16 /24 Controller.



**CP-20xt Controller.**



**TurboFog + Fog Machine.**

